

This document details the progression and class details for rogues.



Rogue

Description: A cutpurse, cutthroat, swindler, murderer and liar: the rogue is a shadowy figure, a blade in the dark and a wink to the knowing watcher. Utilizing subterfuge and dexterity, they survive and prosper in the dark, where direct methods fail and crooked tricks are the key to success.

Rogues vary in their style and goals, but what they all have in common is an uncanny fortune and an ability to outlast, outlive and outsmart almost any obstacle in their way.

Author's note: The rogue is essentially a redesign of the thief class found in the core rulebook (DCC rulebook pg. 34-38). I am very much a fan of scoundrels and tricksters, and in the years I've ran DCC I've noticed that the official thief does not fit my concept of the surreptitious knight of the post. I don't like the

archaic OSR skill division, and various other aspects of the class seem lackluster to me. The rogue class is an attempt to remedy that; I allow my sneaky players to pick either one freely. Most of the chances I've made consider the skill definitions and categories, but there are a few other tweaks in the mix.

Hit Points: A rogue gains 1d6 hit points at each level.

Weapon training: A rogue is trained in the use of these weapons: blackjack, dagger, short sword, longsword, staff, spear, club, mace and garrote. For ranged combat they use darts, blowguns, crossbows, slings, short bows and longbows. Rogues prefer using light armour, as many of their skills are affected by the weight of what they wear.

Alignment: Rogues come from all alignments, and their outlook and morals affect their skills greatly. Chaotic thieves are ruthless killers, preferring to strike from an advantageous position and retreating to the shadows when trouble rears its head. Neutral thieves are plunderers and burglars, skilled at avoiding and setting traps. Lawful thieves prefer manipulation and extortion to fill their purses, eventually becoming untouchable kingpins through schemes and status.

Thieves' cant: As part of the underground community, rogues know the secret language of thieves. Thieves' cant is a combination of gestures and secret phrases, and a clever rogue can carry a conversation in common while communicating with their allies in thieves' cant, entirely unnoticed by unskilled watchers.

There is a limited written vocabulary for thieves' cant, consisting mostly of sigils and doodles drawn on walls to share information with fellow rogues. The vernacular of different guilds vary slightly, and teaching thieves' cant to the non-initiated is punishable by death.

Rogue skills: Rogues are talented in many things relevant to their craft: sneaking, subterfuge and disabling devices are all skills the rogue knows intimately. Most rogue skills are rolled on a d20 (adding skill the skill bonus) against a predefined DC, which depends on the difficulty of the task. Rogues are skilled in risk assessment, and Judges should be as transparent as possible when a rogue uses their abilities. Some of the below skills are exceptions to this, either requiring a contested roll against the target, or functioning outside the normal turn order during combat.

Note on thieves' tools: The tools of the trade at least contain lockpicks, magnifiers, string, minor chemicals, climbing spurs and tools for poison management. Some of the skills below outright require access to a set of thieves' tools, but sometimes tool requirements are left up to Judge's discretion.

Stealth: The rogue knows how to be discreet and stay unnoticed while stalking their mark. This skill covers all attempts to move quietly and remain hidden. The DC for the roll depends on various environmental factors as described in the table below (table A); in case of more than one applicable condition decide DC based on the higher number.

Should the rogue succeed on their check, they are most likely hidden. This skill is not magical however, and Judges are encouraged to use common sense and communication to indicate whether hiding is likely or possible in any given situation. Generally, opponent's are only allowed perception rolls against the rogues

hide check if there are no environmental features to conceal them. During combat, hiding can be done as part of a move action, provided the terrain and the situation allows it.

Additional preparation or equipment (camouflage, knowing the terrain, speed, etc.) may grant the rogue situational modifiers for stealth rolls.

Stealth is modified by Agility. Armor check penalties for wearing heavy armor (anything beyond studded leather or similar) are applied to stealth rolls.

DC	Light	Ground	Terrain	Observation
5	Dim light and shadow.	Grass, carpet, mud.	Plenty of cover.	Unknown.
10	Moonlight.	Stone, dirt, sand.	Some cover.	Unnoticed.
15	Daylight with shadow.	Cobbles, wood, metal.	Minimal cover.	Passively observed.
20	Broad daylight.	Leaves, water, gravel.	No cover.	Actively observed.

Dirty fighting: This skill covers sucker punches, backstabs and other surprise attacks. It represents the skill to strike where it hurts, and to cause maximum damage with minimum effort. Additionally this skill is also used for handling poisons. In combat, dirty fighting can be used if:

- The rogue is hidden and unnoticed by their target at the time of the attack.
- The rogue can execute a suitable maneuver as part of their move action to justify hitting a vital spot to cause additional damage.
- The rogue has a poisoned weapon.

As a rule of thumb, if the rogue has rolled a suitable maneuver roll beforehand (to hide, to roll between the opponents legs, to run along a wall to get behind them), dirty fighting is a viable option. Poisoned blades facilitate it as well, and are thus valued by rogues the world over.

When using this ability, roll attack as normal and add the rogue's dirty fighting bonus. If the attack strikes true it is an automatic critical, roll the crit on the Dirty Critical table below.

Should they have access to thieves' tools, when applying poison to weapons a rogue rolls a DC 5 Dirty fighting check: failure indicates they've poisoned themselves.

Note that some creatures, such as various undead, elementals and automatons are immune to critical strikes, poisons, and the benefits of dirty fighting. As a rule of thumb, if the creature cannot be poisoned, they cannot be targeted with this skill.

Table B: Dirty criticals	
D20 + Luck mod.	Effect
0 or less	<i>Trip attack!</i> : The rogue topples their target. Cause normal damage, and target rolls a Ref save (DC 10 + PC level) or falls prone.
1	<i>Surprise!</i> : The rogue's attack causes the target to become momentarily confused. Cause normal damage, and foe is at -4 to all actions and moves at half speed for rounds equal to PC level unless they succeed in a Will save (DC 10 + PC level).
2	<i>Stunning strike!</i> : The rogue's blow is forceful enough to stun the target in addition to damaging them; foe suffers -1d to all actions and moves at half speed for rounds equal to PC level unless they succeed in a Fort save (DC 10 + PC level).
3	<i>Opportunity!</i> : The initial blow opens up the foe's defense. Make an extra attack.
4	<i>Throat strike!</i> : The rogue hits the target's throat, making them unable to speak. Cause +1d10 additional damage with the attack, and silence the target for rounds equal to PC level unless they succeed in a Fort save (DC 10 + PC level).
5	<i>Takedown!</i> : The rogue pushes their foe off balance, causing an additional +1d4 damage with strike and forcing them prone.
6	<i>Confusion!</i> : The quick moves of the rogue confound their opponent, allowing them to cause extra damage. Inflict +1d6 extra damage with this strike and the target suffers -4 to all actions and moves at half speed for rounds equal to PC level.
7	<i>Painful blow!</i> : The rogue's forceful attack causes significant discomfort for the target. Cause +1d8 damage with this blow, and the target's actions are reduced by -1d and they move at half speed for for rounds equal to the PC level.
8	<i>Gut shot!</i> : The rogue strikes the soft giblets inside, causing internal bleeding and ruptures. Cause +2d6 additional damage and the target loses access to one action die for rounds equal to PC level unless they succeed in a Fort save (DC 10 + PC level).
9	<i>Blow to the face!</i> : The rogue draws a gash across the foe's forehead, blinding them with blood. Cause an additional +1d16 damage with this strike and the target suffers -8 to all actions requiring sight, moves at half speed and randomly under duress unless they succeed in a Ref save (DC 10 + PC level) for rounds equal to PC level.
10	<i>Brutal takedown!</i> : The brutal attack trips the target, and opens up their defense. Cause +3d4 additional damage, the target falls prone and rogue may take an extra attack.
11	<i>Debilitating blow!</i> : The rogue disables muscles and tendons, weakening their opponent. Inflict +2d7 additional damage with this strike, and the foe loses one of their action dice for rounds equal to PC level.
12	<i>Blow to mouth!</i> : Attacking the most obvious part, the rogue shoves their weapon in the foe's mouth. Inflict +1d14 additional damage, and the opponent is unable to make sounds for rounds equal to PC level.
13	<i>Numbing strike!</i> : The attack causes a severe shock in the target, reducing their capabilities and giving the rogue an opportunity for another blow. Cause an additional +1d16 damage, make another attack, and the target suffers a -4 to all actions and moves at half speed for rounds equal to PC level.
14	<i>Shocking blow!</i> : The foe is shocked by pain as the rogue assaults their weak spots. Cause an additional +1d14 points of damage with this strike, make an extra attack, and the foe is at -1d to all actions and moves at half speed for rounds equal to PC level.
15	<i>Disabling strike!</i> : The rogue disables their target violently. Cause an additional +2d8 damage with this strike, and the foe can only make one action per round for rounds equal to PC level.

16	<i>Aim for the eyes!:</i> Targeting the eyes, the rogue skillfully blinds their target. Cause an additional +2d8 damage with this attack, and the foe is at -8 to all actions, moves at half speed and randomly under duress for rounds equal to PC level.
17	<i>Knockout!:</i> The rogue takes their chance, and attempts to knock out the target with a brutal blow. Cause an additional +3d5 damage, and the foe must roll a Fort save (DC 15 + PC level) or be rendered unconscious.
18	<i>Hit them while they're down!:</i> Knocking out their opponent, the rogue takes the opportunity to add more injury to injury. Cause an additional +3d5 damage, make an extra attack, and the foe is rendered unconscious.
19	<i>Paralyzing strike!:</i> The rogue assaults their opponent's nervous system, disabling it. Cause an additional +3d5 damage with this attack, and the foe must roll a Fort save (DC 15 + PC level) or be permanently paralyzed)
20	<i>Creeping death!:</i> The strike causes internal bleeding and organ damage, causing the target to surely perish soon. Cause an additional +3d5 damage and the foe must roll a Fort save (DC 15 + PC level) or die within 1d5 days.
21	<i>Organ damage!:</i> The rogue subtly disables the target's circulation, causing a slow death. Inflict an additional +3d6 damage with this attack, and the foe must roll a Fort save (DC 15 + PC level) or die within 1d5 hours.
22	<i>Visceral bruising:</i> The attack bruises internal organs. Cause an additional +4d5 damage, and the foe must roll a Fort save (DC 15 + PC level) or die within 1d5 turns.
23	<i>Internal bleeding!:</i> The rogue causes deep internal damage on the target. Cause an additional +4d6 damage with this attack, and the foe must roll a Fort save (DC 15 + PC level) or die within 1d5 rounds.
24 or more	<i>Evisceration!:</i> The attack rips the target to shreds, targeting their soft and indefensible weaknesses. Cause an additional +3d10 damage with the attack, and the foe must roll a Fort save (DC 15 + PC level) or perish.

Sleight of hand: This skill includes all feats of manual dexterity: tricks of legerdemain, picking pockets and general thievery, forging documents and setting traps. Refer to the table below for approximate DC values. The correct tools or other assistance (model documents, distraction, camouflage) may add additional bonuses to the skill check roll; setting traps obviously requires traps to set.

When setting traps, the rogue's sleight of hand skill check is used as the difficulty to spot the trap, should this be needed.

Sleight of hand is modified by Agility, and some activities (such as forgery and setting traps) may require thieves' tools.

DC	Tricks	Stealing	Forgery	Traps
5	Stealing a nose.	Candy from a child.	A copied signature.	Wolf traps.
10	A coin from an ear.	Shoplifting groceries.	A forged letter	Hiding a pit.
15	Card magic.	Picking a pocket.	A writ for payment	Tripwires.
20	Sawing women in half.	Plain sight thievery.	The Royal seal.	Difficult devices.

Climb sheer surfaces: Rogues are skilled at scaling up various walls, provided they have the tools to do so. Refer to the DC table below for approximate values, situational bonuses (previous information, additional tools, guidance) may grant additional bonuses. This skill overrides any other DC requirements, and allows the user to scale otherwise sheer surfaces with ease.

Climb sheer surfaces is modified by Agility and requires a set of thieves' tools.

DC	Climbing
5	A tall tree.
10	A stone building.
15	A crystal tower.
20	A glass wall.

Disable device: As their profession requires managing traps and picking locks, rogues are very familiar with mechanical devices. Disable device is used to open and close locks, disarm traps, or to jam or understand the strange contraptions found in dungeons in general.

Refer to the table below for approximate DC values; keep in mind that these are merely approximations, and dungeons may contain locks and traps with rules varying from this setup.

Disable device is modified by Agility, and requires a set of thieves' tools.

DC	Locks	Traps	Contraptions
5	Latches and bolts.	Wolf traps.	Simple systems.
10	Common locks.	Pits.	Hidden doors.
15	Masterwork locks.	Tripwires.	Mysterious mechanisms.
20	Mysterious locks.	Difficult devices.	Odd instruments.

Subterfuge: Some rogues revel in lies, impersonation and social manipulation: sometimes all it takes is the right word at the wrong moment to gain a prize, or to make an assassination unnecessary. Subterfuge covers all of these situations, from disguises to bluffing to intimidation. Refer to the below table for approximate DC values.

Generally, the use of this skill is largely up to Judge's discretion, and this should be made clear to the rogue: a human cannot impersonate a giant, and so on. Additional bonuses may be gained situationally (disguise kits, paraphernalia, social leverage), should the Judge so decide. Some uses may also require contested rolls against whatever bonuses the Judge sees fit.

Subterfuge is modified by Personality, and some actions (such as disguises or torture) require access to thieves' tools.

Table F: Suggested subterfuge DCs			
DC	Disguises	Bluffs	Intimidation
5	Same race, generic.	A simple lie.	Along with an obvious threat.
10	Facial features, race.	Just another lie.	With any leverage.
15	Manner, size.	The perfect poker face.	Applying some sense.
20	Full mimicry.	A royal lie.	Alone, in an alley.

Intuition & insight: To survive the incredible situations their profession forces them into, all rogues must cultivate a special sense of space, noticing even the most minute details instinctively. Intuition & insight represents this uncanny ability to sense danger, comprehend clues and find hidden things: this skill is used to find traps, secret door and ambushes.

Whenever the rogue should roll a perception check to notice something hidden or dangerous, they add their intuition & insight bonus to the roll. The check DC is usually set by the trap, the hidden passage, or ambusher's hide roll. This skill is used when looking for traps or hidden doors, or anything else noticeable only to the trained eye. Additionally, this skill allows the rogue to glean approximate meanings from foreign texts (DC for this should be decided by the Judge, based on the languages the rogue is familiar with).

This skill also represents the rogue's sixth sense. Should a rogue be surprised (as per the rules for surprise rounds, DCC rulebook pg. 77), they may roll this skill the first attack roll against them during the surprise round; if they succeed the attack doesn't hit, and the rogue may take a move action at the end of the surprise round to take them out of harm's way.

Intuition & insight is modified by Intelligence.

Use magic device: Rogues are accustomed to handling and managing eldritch treasures, and as such are able to use their powers to a limited extent. They can invoke the powers of scrolls and other similar magical devices (such as fetishes, wands and sigils) using their Use magic device die. They can also use this skill to re-arm magical traps.

Use magic device is modified by Intelligence.

Scoundrel's luck: Rogues have a Luck die; whenever they spend a point of Luck they may roll it to determine the bonus gained. For rogues, Luck regenerates at a pace of 1 point per level per day. Rogues may use their Luck die on any roll apart for damage rolls.

Languages: Roll d100 (re-roll duplicates): (1) Alignment tongue; (2) Chaos; (3) Neutrality; (4) Law; (5) Dwarf; (6) Elf; (7) Halfling; (8) Gnome; (9) Bugbear; (10) Goblin; (11) Gnoll; (12) Harpy; (13) Hobgoblin; (14) Kobold; (15) Lizardman; (16) Minotaur; (17) Ogre; (18) Orc; (19) Serpent-man; (20) Troglodyte; (21) Angelic; (22)

Table I: Chaotic rogue advancement - Path of the Killer										
Skill	1	2	3	4	5	6	7	8	9	10
<i>Stealth</i> ¹	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Dirty fighting</i>	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Sleight of hand</i> ¹	+1	+2	+2	+3	+3	+4	+5	+6	+7	+8
<i>Climb sheer surfaces</i> ¹	+2	+3	+4	+5	+6	+7	+9	+10	+11	+13
<i>Disable device</i> ¹	+1	+2	+3	+4	+5	+6	+8	+9	+10	+11
<i>Subterfuge</i> ²	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
<i>Intuition and insight</i> ³	+1	+2	+3	+4	+5	+6	+8	+9	+10	+11
<i>Use magic device</i> ³	d8	d8	d10	d10	d12	d12	d14	d14	d16	d16

Table J: Neutral rogue advancement - Path of the Plunderer										
Skill	1	2	3	4	5	6	7	8	9	10
<i>Stealth</i> ¹	+2	+3	+4	+5	+6	+7	+9	+10	+11	+13
<i>Dirty fighting</i>	+1	+2	+2	+3	+3	+4	+5	+6	+7	+8
<i>Sleight of hand</i> ¹	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Climb sheer surfaces</i> ¹	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Disable device</i> ¹	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Subterfuge</i> ²	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
<i>Intuition and insight</i> ³	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Use magic device</i> ³	d12	d14	d16	d16	d20	d20	d20	d20	d20	d20

Table K: Lawful rogue advancement - Path of the Kingpin										
Skill	1	2	3	4	5	6	7	8	9	10
<i>Stealth</i> ¹	+1	+2	+3	+4	+5	+6	+8	+9	+10	+11
<i>Dirty fighting</i>	+1	+2	+3	+4	+6	+7	+9	+10	+11	+13
<i>Sleight of hand</i> ¹	+2	+3	+4	+5	+6	+7	+9	+10	+11	+13
<i>Climb sheer surfaces</i> ¹	+1	+2	+3	+4	+5	+6	+8	+9	+10	+11
<i>Disable device</i> ¹	+1	+2	+2	+3	+3	+4	+5	+6	+7	+8
<i>Subterfuge</i> ²	+3	+4	+5	+6	+8	+9	+11	+12	+14	+15
<i>Intuition and insight</i> ³	+2	+3	+4	+5	+6	+7	+9	+10	+11	+13
<i>Use magic device</i> ³	d10	d10	d12	d12	d14	d14	d16	d16	d20	d20

1: Modified by Agility.

2: Modified by Personality.

3: Modified by Intelligence.

Thieves' tools: Applying poisons, climbing sheer surfaces, disabling traps and other devices require thieves' tools; other activities may require tools on Judge's discretion and common sense.